NES-FC-USA

HUDSON SOFT®

Felix THE CAT®

INSTRUCTION MANUAL

Felix THE CAT

SPECIAL 900 NUMBER CALL IN!!

THANK YOU!

YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING AND PURCHASING THIS QUALITY HUDSON SOFT PRODUCT.

Thank you for selecting "Felix the Cat". In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

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WARNING

Follow these suggestions to keep your Felix the Cat® Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

GAME STORY

The evil Professor has captured Kitty Cat and taken her far, far away! He wants the incredible Magic Bag of Tricks from Felix. If Felix can't rescue his girlfriend, who knows what the Professor will do?

Luckily, Felix still has the Magic Bag. You must use the awesome powers of the Magic Bag to their fullest if you want to rescue Kitty.

GETTING STARTED

Insert the Felix the Cat game pak into your Nintendo Entertainment System. Turn the "Power" switch "On." You will use the first controller for the whole game. Push the "Start" button on the first controller to begin the game.

Controlling Felix

Control Pad:

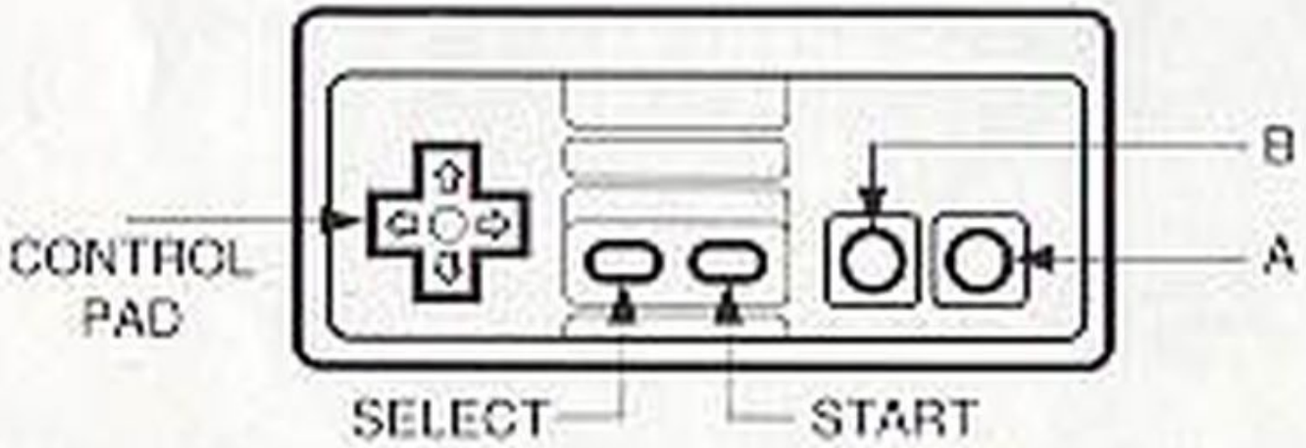
Left	Moves Felix to the left.
Right	Moves Felix to the right.
Up	When jumping, it allows Felix to jump higher.
Down	Makes Felix crouch down.

GETTING STARTED (cont.)

A Button: Jump, Swim or Fly, depending on which area Felix is in.

B Button: Use Magic Item. Felix has a variety of items that he can use in each area of the game. Press the B Button to activate the item's defense.

Start Button: Start, Continue or Pause the game.



PLAYING THE GAME

As Felix, you must travel through Felix World and defeat eight bosses including the Professor to rescue Kitty. You must use items from your magic bag to get rid of many enemy creatures you will encounter on your way.

Lives

You begin the game with three Felix's. You will receive an extra Felix for every 50,000 points you score. You will lose a Felix if:

1) You touch an enemy creature without having any extra magic items.

2) You fall off of the screen.

3) You run out of time.

MAGIC ITEMS

Felix uses items from his Magic Bag as weapons. You start the game with one magic item, a punching glove. To gain Magic Items, you must collect Felix heads that are found throughout the game. For every 10 Felix heads you collect, a heart from Kitty will appear. If you catch the heart, you will get a Magic Item.

Magic Items only last for a limited time. To check to status of your Magic Item, look at the upper left-hand corner of the screen. You will see a small picture of the Magic Item and up to 10 hearts. If the hearts run out, you will lose your Magic Item. To keep from running out of hearts, collect milk bottles. Three milk bottles will appear when you collect five Felix heads.

STATUS BAR

Across the bottom of the screen is a status bar. You can check the status bar to find:

1) The number of Felix's (lives) you have.
2) The number of Felix heads you have collected.
3) The time you have remaining the finish the round.
4) Your score.
5) The high score.

AREAS AND STAGES

There are 9 areas in the game and multiple rounds in each area. To clear a round, you must exit the round at the end. To clear the area, you must defeat the boss.

Bonus Stages

There are hidden Magic Bags throughout the game. If you find one, stand on top of it and press Down on the Control Pad. You will enter the bonus stage. To exit the bonus stage, get on top of the Magic Bag and press down again. If there is more than one Magic Bag, take your pick! Different bags will lead you to different places!

ENEMY CHARACTERS

Poindexter	The Professor's young ally, always there to thwart Felix.
Rock Bottom	This canine creep may not be bright, but he packs a whallop!
Master Cylinder	A mad machine out to stop our heroic feline.
Gulpo,	This underwater nemesis blasts out King of the Blobs dangerous bubbles!
The Professor	Felix's oldest and deadliest foe. If he can't ransom Kitty for the magic bag of tricks, he'll try to destroy them all.

FOR PARENTS ONLY

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FFC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

*Reorient the receiving antenna
*Relocate the NES with respect to the receiver
*Move the NES away from the receiver
*Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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Printed in Japan